Analysing Texts – A Glossary of Techniques

**Alliteration**: repetition of the consonants at the start of words in a sentence or phrase.

**Anachronism**: against time. Inclusion of a person, place or thing which did not exist in the time the story is set.

**Antithesis:** the opposite or contrast – balancing one viewpoint against its opposite. Sometimes a person, place or thing is said to be the antithesis of another.

**Anthropomorphism:** when animals (or gods/goddesses) are given human characteristics to create vivid imagery.

**Authentication**: Quotations from known experts to support information in interviews, articles, extracts, speeches.

**Consonance**: repetition of the consonants throughout a sentence of phrase.

**Contrast** – paradox, antithesis, oxymoron, juxtaposition.

**Dialogue/ direct speech:** conversation or speech between two or more people. (Note – other forms of speech include: monologue – one person speaking, duologue – two people speaking and soliloquy – an individual person expressing their inner thoughts and feelings)

**Disjunction:** A conjunction such as ‘but’ or ‘yet’ that dramatically interrupts the rhythm of a sentence.

**Ellipsis**: a dramatic pause (…). It can create tension or even suggest that there are some words that cannot be spoken.

**Emotive Language:** words that stir the reader’s emotions.

**Exclamation**: exclamatory sentence ending in an exclamation mark to convey high emotion expressions,

**Figurative Language and Sound Devices** – metaphor, metonymy, hyperbole, simile, personification, assonance, alliteration, consonance, onomatopoeia. These devices have a powerful impact as they work on our senses to strengthen the subject matter of the text.

**Form** – purpose, and features of a text influence the construction of a text and will suggest its

**Fractured or Truncated Sentences:** incomplete sentences that increase tension or urgency or reflect the way people speak to each other.

**Gaps and Silence:** what is not said; whose voice is not heard and whose voice dominates?

**Humour** – incongruity (out of place, inappropriate), parody, satire, exaggeration, irony, puns, etc.

**Icons** - a single person, object or image that represents complex ideas and feelings.

**Imagery:** vivid pictures are created by words. The reader can be transported to another place and time or visualise a character clearly.

**Imperative Voice:** forceful use of the verb at the start of a sentence or phrase.

**Integrity:** Provision of statistics and facts.

**Juxtaposition:** the placement of two images (ideas) next to each other to highlight their differences.

**Level of Usage of Language (Register)** – slang, colloquial (conversational), informal or formal.

**Linear:** sequential – in order.

**Metaphor:** a comparison between two objects when one becomes the other. It adds further layers of meaning about the object being compared.

**Metonymy:** Figure of speech. When a word is replaced with another word that is not the same but we associate it in the same way. (Suits = executives, The Crown = royalty, Newcastle Defeats Sydney = the football team defeated the other).

**Mise-en-scene:** what is placed in the scene by the director such as: lighting, choice of actors, props and composition.

**Modality:** the force the words are delivered at. High modality is forceful and low modality is gentle.

**Non-Linear**: non-sequential (not in sequence) narrative.

**Onomatopoeia:** a word that echoes the sound it represents. The reader can hear what is happening in the scene.

**Oxymoron**: the contradiction between two words in close connection, “parting is such sweet sorrw”.

**Paradox:** a seemingly contradictory statement that contains a truth or opinion, “ you have to be cruel to be kind”.

**Person:** 1st (I or we), 2nd (you) or 3rd (he, she or they) (Note – also omniscient narration – all-seeing)

**Personification:** giving human characteristics to a non-human. Inanimate objects take on a life of their own.

**Perspective:** a way of looking at individuals, issues, events, texts, facts.

**Plosive Consonants:** using harsh sounds in a sentence or phrase.

**Repetition:** of words or syntax (order of words) for emphasis and persuasion

**Representation:** how a composer conveys meaning through textual features and details.

**Rhetorical Devices:** used to persuade an audience - cumulation (lists), rhetorical questions, imperatives (commands), repetition.

**Sensory Imagery:** appealing to the senses of the responder. (SSSTT) Sight = visual imagery, smell = olfactory imagery, sound = aural imagery, touch = tactile imagery, taste = gustatory imagery.

**Setting:** location of a story – internal and external.

**Sibilance:** repetition of the consonant ‘s’ – can make a line sound melodious and sweet or cold and icy.

**Simile:** when two objects are compared using ‘like’ or ‘as’.

**Symbolism:** When an object stands for one or more ideas.

**Syntax:** Sentence structure - short, simple sentences or truncated (fractured) sentences create tension, haste or urgency; compound or complex sentences are slower and often feature in a formal text

**Tense:** present tense – set in the present. Past tense – set in the past. Future tense – the events are predicted.

**Theme:** message or moral of a story. Themes make us ponder the big issues in life.

**Tone:** the way the composer or character feels – conveyed by the composer’s choice of

**Visual Devices:** composition, angle, framing, positioning, orientation, body language, facial expression gestures, lighting, contrast, point of view, symbolism, omissions, colour, gaze, vectors and rule of thirds.

**Word Choice or Diction:** verbs, nouns, adjectives, words with positive/ negative connotations - emotive, forceful, factual, descriptive, blunt, graphic, disturbing, informative. Eg The writer’s use of forceful verbs such as ‘insist’ and ‘demand’ can be very persuasive.